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WARS

RDF

GLOBAL
CONFLICT™



M1A1 TANK



GIVE-AWAY!



ABSOLUTE™

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FOR PLAY ON THE SEGA CD™ SYSTEM.

KIDS TO ADULTS



AGES 6+

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TABLE OF CONTENTS

A MESSAGE TO NEW RECRUITS	4
GETTING STARTED	5
CONTROLLING THE M1A2	6
THE MAIN MENU	8
OPTIONS	9
THE COCKPIT CONTROL PANEL	11
THE MAP SCREEN	14
M1A2 ARMAMENTS	16
RE-SUPPLYING IN THE FIELD	19
ENEMY WEAPONS AND EQUIPMENT	20
REGIONAL INTELLIGENCE REPORTS	24
SAVING A GAME	33
ABSOLUTE ARMOR CONTEST DETAILS	35



LIFE IN "THE ZONE"

Life in the post-Cold War world is, in many ways, far more frightening and dangerous than when the two great super powers stared at one another across a divided Europe, their fingers on the nuclear trigger. Now, although the threat of global annihilation has been largely eliminated, chaos and anarchy swirl within the power vacuum left by the collapse of the Soviet Union. Terrorists and bush-league despots struggle to gain control, and are willing to challenge the U.S. in order to gain recognition and prestige.

The RDF—short for Rapid Deployment Force—was developed to deal with these types of situations. With the ability to bring an incredible amount of force to bear at a moment's notice anywhere in the world, it is the job of the RDF to snuff out international military brush fires quickly, before they can become deadly conflagrations. This is the battlefield of the late 20th century. It's a place unlike anywhere else in the history of warfare. The situation out there changes from second-to-second, and there's hardly the time to make the life-or-death decisions that will effect the outcome of battles, the fate of nations. It's tough to say what it takes to make it out there, but the ones that can't cut it find out in a hurry—and there usually isn't very much left of them.

It's especially difficult for those that drive the M1A2 Abrams Main Battle Tank, the mainstay of the RDF. When they're out in the combat zone conducting offensive operations, every enemy's weapon is trained on them, and sometimes survival is just dumb luck. It is often that a narrow escape from sudden death only keeps them alive a few seconds longer—just long enough to meet a fate even more twisted and ghastly than the other.

They're a special breed. A crazy and steely nerved bunch that thrive in the nightmare of combat. They go alone—without infantry or air support—deep behind the lines and into the maelstrom of enemy fire. It takes a steady hand, a scrambled brain, and a lot of firepower to get the job done. Out there, the devastating laser-guided missile is worth its weight in diamonds, and it's often that a few rounds of 7.62mm ammo are all that separate an M1 driver from an early grave. But that's just the way it works out there in the thick of it. The ones that have never been there call it the "Free-Fire Zone"; the ones that live there just call it "The Zone."



RAPID DEPLOYMENT FORCE

FROM: Gen. Rock Maddick
Commander, Rapid Deployment Force

TO: Prospective Recruits

RE: Assignment to RDF Team

A lot of you think that you can "Be All That You Can Be" in this man's Army. Well . . . Maybe so. But keep in mind that this man's army isn't my team. On my team, you answer to me. I demand complete professionalism, ruthless efficiency, and fanatical loyalty not only to myself, but to the team and the mission. It's not for everyone. It takes a special, incredibly skilled and somewhat twisted individual to make it in the RDF.

That said, I'd like to welcome you to our little corner of the world. There are a lot of sick and evil people out there who want to take away everything that we have. The world is a dangerous place. There are coups to be put down in the distant, leaderless cities of Eastern Europe. Powerful and crazed dictators in the ever-shifting sands of the tumultuous Middle East. America needs you as a shield against these miscreants. You will be my mighty sword to wield on this glorious crusade to spread the American way of life. You are the instruments of justice! You will be the saviors of mankind! People will look to you to show the way through the darkness! All hail the RDF!! **Remember:** Your butts are on the line—and you answer only to ME!!

Yours 'Till Hell Freezes,

ROCK

Gen. Rock Maddick
Commander
Rapid Deployment Force

GETTING STARTED

Sega CD System

Control Pad 1



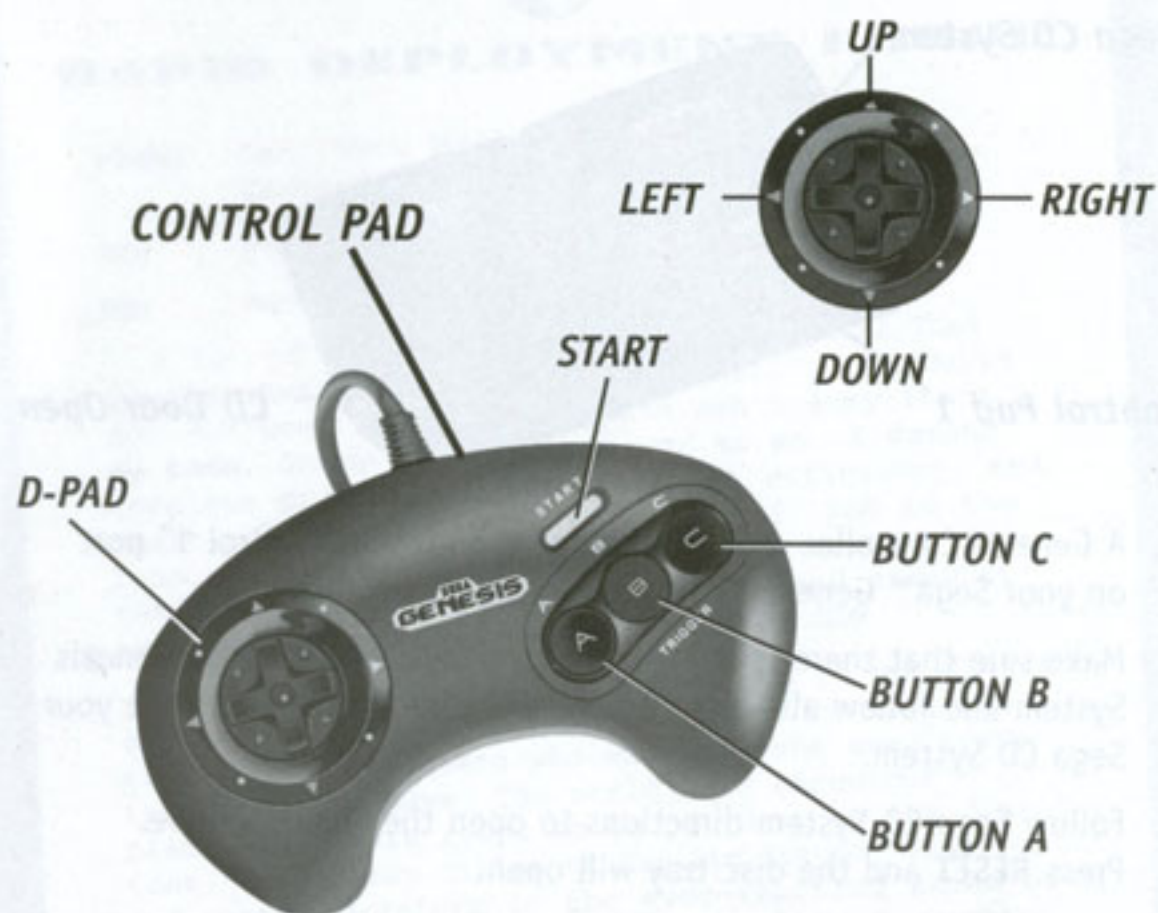
CD Door Open

1. A Genesis Controller should be plugged into the "Control 1" port on your Sega™ Genesis™.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD™ System directions to activate your Sega CD System.
3. Follow Sega CD System directions to open the Sega CD drive. Press **RESET** and the disc tray will open.
4. Carefully place your **RDF: GLOBAL CONFLICT™** CD disc in the Sega CD System with the label-side facing up. Press Start to close the tray and begin play.

Handling Your Sega CD Disc

- ⚡ The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- ⚡ Do not bend it, crush it, or submerge it in liquids.
- ⚡ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⚡ Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.
- ⚡ **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

CONTROLLING THE M1A2



GETTING STARTED (CONT.)

The following are the default control settings of the M1A2 Main Battle Tank:

START	Views Map Screen
BUTTON A	Pauses/Unpauses Game (While Map Screen is being viewed)
D-PAD UP	Lower Weapon Sight
D-PAD DOWN	Raise Weapon Sight
D-PAD LEFT	Steer Tank/Weapon Sight Left
D-PAD RIGHT	Steer Tank/Weapon Sight Right
D-PAD UP + BUTTON C	Increase Speed
D-PAD DOWN + BUTTON C	Decrease Speed/Reverse
BUTTON A	Fires Selected Weapon
BUTTON B	Selects Weapon

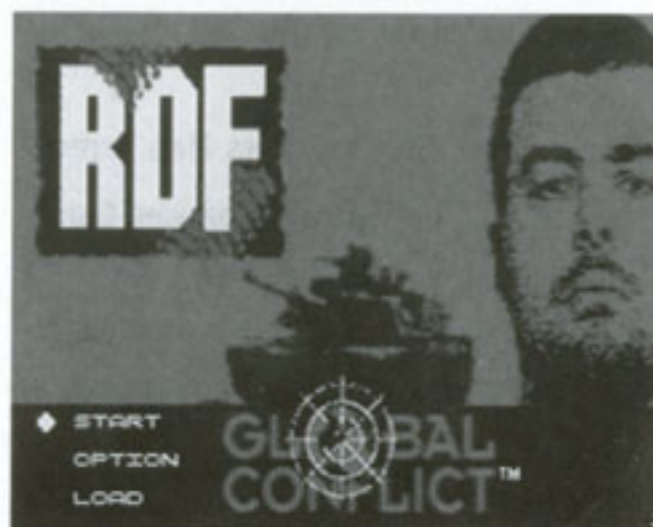
Using a Six-Button Controller

The button assignments for 6-button controllers are identical to those listed above, except for the following:

BUTTON X	Increases Speed
BUTTON Y	Decrease Speed/Reverse



THE MAIN MENU



The Main Menu Screen

The three available options on the Main Menu Screen are **START**, **OPTIONS**, and **LOAD**. All of them can be selected by using the **D-PAD** to highlight the desired option, and pressing **BUTTON A**.

Start

Starts the game from the first mission.

Options

Calls up the Options Screen (see page 9).

Load

Calls up the Load Screen, where you may choose to either load or delete a previously saved game by using the following procedure:

- ⚡ Use the **D-PAD** to highlight the game you wish to load or delete.
- ⚡ Press **BUTTON A** to load or delete the desired game.
- ⚡ If you choose to load a game, the Mission Screen will appear, displaying the mission numbers that are available to replay (you will only be able to choose from missions that were reached or completed during the saved game).
- ⚡ Press **BUTTON A** to load the desired mission.

OPTIONS



The Options Screen

Options can be opened by selecting **OPTIONS** on the Main Menu Screen. On the Options Screen, the player can customize the game controls, and turn game music on and off.

Joystick Define

This option allows you to use the following procedure to customize the button assignments on your Controller:

- ⚡ Use the **D-PAD** to highlight **JOYSTICK DEFINE**.
- ⚡ Press **BUTTON A**.
- ⚡ Press **UP** or **DOWN** on the **D-PAD** to highlight the button assignment you wish to change, and then **LEFT** or **RIGHT** on the **D-PAD** to cycle through the assignment options.
- ⚡ When you have finished selecting the desired button assignments, highlight **EXIT** and press **BUTTON A** to return to the Options Screen.



OPTIONS (Gontd.)

Music

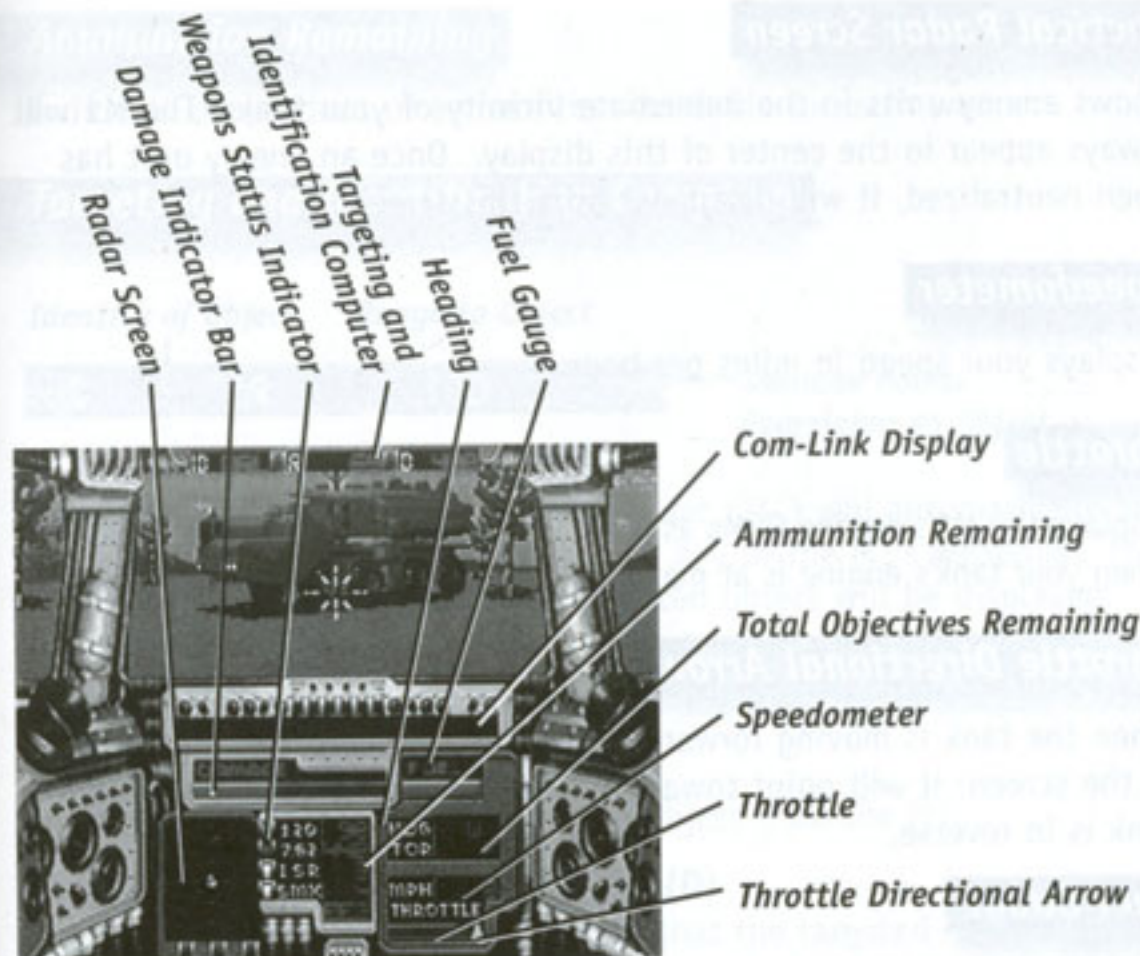
This option allows you to use the following procedure to turn the game's background music **ON** (the default setting) or **OFF**:

- Use the **D-PAD** to highlight **MUSIC**.
- Press **LEFT** or **RIGHT** on the **D-PAD** to highlight **ON** or **OFF**.
- Press **BUTTON A**.
- Highlight **EXIT** and press **BUTTON A** to return to the Options Screen.

Exit

After you have finished with the Options Screen, highlight this option and press **BUTTON A** to return to the Main Menu Screen.

THE COCKPIT CONTROL PANEL



The Cockpit Control Panel Screen

The M1's cockpit gives its commander direct access to all of the weaponry and guidance systems. It is through the cockpit that the enemy can be sighted, targeted, and—with skill—defeated. All members of the RDF should be intimately familiar with all of the following instrumentation:

Com-Link Display

Crucial information regarding your M1's equipment and damage status will be relayed from your computer systems onto this display. Communications from field headquarters are also displayed here.



THE COCKPIT CONTROL PANEL (Contd.)

Tactical Radar Screen

Shows enemy units in the immediate vicinity of your tank. The M1 will always appear in the center of this display. Once an enemy unit has been neutralized, it will disappear from this screen.

Speedometer

Displays your speed in miles per hour.

Throttle

Displays the M1's engine RPMs as a red bar that increases to the right. When your tank's engine is at maximum power, this bar will be entirely lit.

Throttle Directional Arrow

When the tank is moving forward, this arrow will point toward the top of the screen; it will point toward the bottom of the screen when the tank is in reverse.

Fuel Gauge

Maximum fuel capacity is designated by a bar graph. This graph will be fully lit when the M1 is at maximum fuel capacity; it will recede to the left as fuel is consumed.

Weapons Status Indicator

Indicates the weapon selected.

Ammunition Remaining

Indicates the amount of ammunition available for each weapon.

Targeting and Identification Computer

Identity of Object **Range to Object**

910 8511R 6810 21874

Damage Points Remaining on Object

The Targeting and Identification Computer (TIC) will automatically be engaged when an object is targeted by any of the M1's weapons. The following three details about the targeted object will be displayed:

Identity of Object (ID)

Displays the type of vehicle targeted (T-72, APC, HIND, etc.).

Range to Object (R)

Displays the distance (in feet) of the object from the M1.

Damage Points Remaining on Object (D)

Displays the number of damage points that the targeted object has left.

Heading

Displays the compass heading that the front of the M1 is pointing towards (North=N, South=S, East=E, West=W, etc.).

Total Objectives Remaining (TOR)

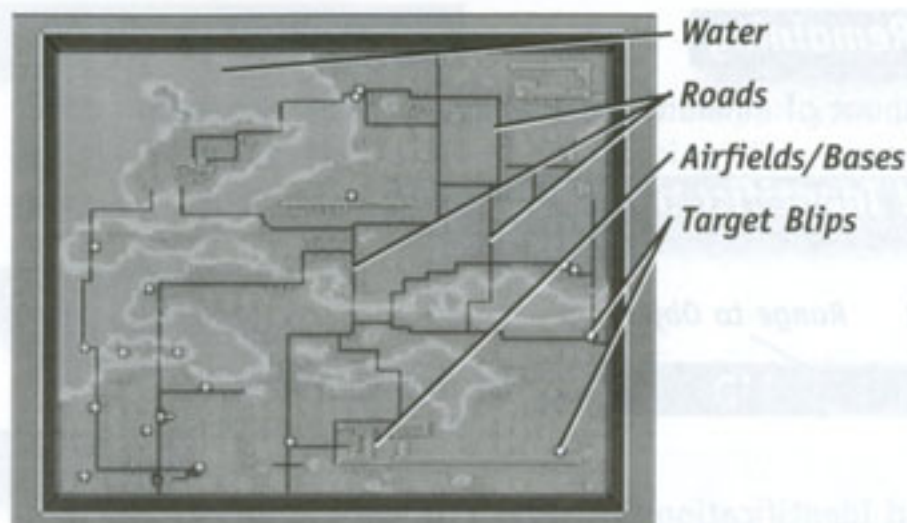
Displays the total number of mission objectives remaining on the Map Screen (see page 14) that must be neutralized in order for the mission to be completed.

Damage Indicator Bar

Displays the damage sustained by the M1's hull as a red bar that increases to the right. When the M1 has sustained a critical amount of damage, a warning Klaxon will sound, and the red bar will have increased nearly all the way to the right. When this bar has been filled, the M1 will be destroyed.



THE MAP SCREEN



A Map Screen

Information regarding your exact location during an operation will be downloaded to the M1's computer system via the state-of-the-art NavStar navigational satellite and will be displayed on the Map Screen. This screen displays all of the major roads and key terrain features of the current area of operations.

The M1 appears on this map as a blinking tank icon, the front of which will indicate the direction in which the tank is pointed.

The Map Screen also displays buildings and other vehicles in the area of operations with color-coded blips:

Red: Airborne Radar Contacts

White: Static Radar Contacts (building, bunkers, towers, etc.)

Yellow: Non-Objective Enemy Vehicles

Blue: Supply Vehicles

Flashing Blips (any color): Mission Objectives

When a vehicle or object has been neutralized, the blip representing it will disappear from the Map Screen.

COMMANDER'S ADVISORY

The areas where you will be conducting operations may contain anti-tank mine fields. The exact location of these mine fields is unknown, and they will not appear on your Radar or Map Screens. These mines are a very real threat to your M1. Should you encounter a minefield, sensors on your tank will detect the presence of these deadly obstacles, and a Klaxon will sound to warn you of the immediate danger to your tank.

To Access/Exit the Map Screen:

➤ Press the **START BUTTON**.

To Pause/Unpause the Game:

➤ Press **BUTTON A** while the Map Screen is being viewed.

REMEMBER: Pressing the **START BUTTON** will call up the Map Screen, but IT WILL NOT PAUSE THE GAME. While the Map Screen is called up, the M1 is still vulnerable to enemy fire, and can be steered using the **D-PAD**, unless **BUTTON A** is pressed, pausing the game.



M1A2 ARMAMENTS

Commanders of the M1A2 Abrams may choose from the 7.62mm Machine Gun, the 120mm Cannon, or Laser-Guided Missiles as offensive weapons, and a Smoke Screen as defense against enemy attack. All are considered weapons.

To Select a Weapon:

- Press **BUTTON B** to cycle through the weapons. The Weapon Status Indicator will light next to the selected weapon.

To Fire a Selected Weapon:

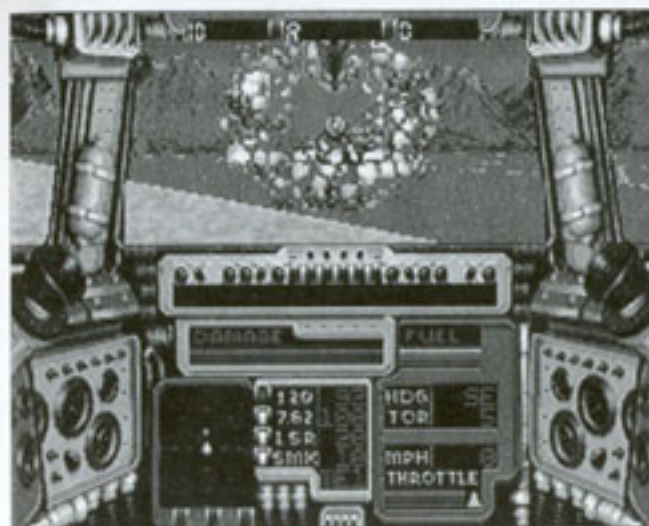
- Press **BUTTON A**.

7.62mm Machine Gun

Effective against all targets, this general-purpose machine gun augments the M1's armaments by providing a strong second line of defense. Useful against air attacks, this weapon is best held in reserve until ammunition for the 120mm Cannon runs low. It is best fired in short, punctuated bursts; prolonged firing will overheat this weapon.



120mm Cannon



extreme range. For a shot to travel farther, the muzzle should be aimed high; aim low for closer targets. It is important not to waste valuable rounds by firing them over the tops of rapidly closing T-72s.

Laser-Guided Missiles



The powerful mainstay of the M1, the 120mm Cannon packs a powerful and effective punch against all targets. But it is when the tricky mechanics of gunnery have been mastered by a skilled commander that the 120's true might can be brought to bear; it is then that its devastating shells can be hurled at targets at

A limited number of the M1's magazine is devoted to Laser-Guided Missiles (LGMs). When this weapon's sight is aligned with an enemy unit, it will begin to flash, and the rapid beeping of the "lock-on" tone will signify that it has locked onto its target and can be fired. LGMs fired without a lock will not hit their target.



Smoke Screen



Smoke Screens provide excellent defensive cover and are especially effective when combating multiple enemies. The Smoke Screen serves to cloak the M1 from view, eliminating the possibility of direct enemy fire. As a result, enemy units will be unable to accurately target your M1, and incoming fire may drop off considerably.

Experienced tank commanders can use this respite from enemy attack to search through the smoke with the aid of the Targeting and Identification Computer (see page 13) and fire accurately at confused enemy units.

COMMANDER'S ADVISORY

Selecting the Smoke Screen will de-select other offensive weapon options. Be sure to re-select an offensive weapon after discharging smoke so that you may resume offensive operations.



Tank commanders in the RDF are known for their resourcefulness, and their ability to conduct operations miles behind enemy lines without the benefit of friendly supply lines. It is common in a war situation to scavenge needed supplies from the enemy. As a result, the hunting and killing of unarmed enemy supply vehicles is not only

condoned, it is encouraged. These vehicles often travel in convoys.

While it is impossible to tell what type of cargo an enemy supply truck may be carrying, the following supplies can be obtained from the wreckage of any such vehicles unlucky enough to cross a needy M1's path:

Ammunition

These appear as large crates. Procuring these will replenish all of your weapon stores to full capacity.



Fuel

RDF missions are often conducted over vast areas deep in enemy territory. Fuel, therefore, is one of the more critical supplies to the M1 tank commander. It is best to scavenge fuel supplies when they are badly needed; topping off your fuel tanks too early may leave you without the fuel required to complete a mission.



Repairs

Critical parts are often in short supply for enemies in the less-developed regions of the world. Ambushing trucks containing these precious cargoes will not only deny these resources to the enemy, but will help you keep your M1 running and in one piece.



ENEMY WEAPONS AND EQUIPMENT

The armed forces of the Third World nations where the RDF often conducts the bulk of its operations are usually comprised of vehicles and weapons produced in the former Soviet Union. Many of these armies have a difficult time keeping their mechanized forces in good repair due to the lack of parts and trained technicians, the suppliers of their equipment having long since gone out of business.

These forces should not, however, be taken lightly. Though many of the adversaries that you may encounter during an operation may not be functioning at their optimum capability, they still represent the very best in weapons technology that the once-formidable Soviets could produce. These are the weapons that menaced NATO forces throughout the Cold War, and can still be fierce and worthy opponents in battle. The designation appearing in parentheses denotes the abbreviation of the object as it will appear on the Targeting and Identification Computer (see page 13).

T-72 Tank (T72)

Armor: Heavy

Speed: Average

Armament: 110mm Cannon

The backbone of the Red Army's armored corps for more than a decade, the T-72 and its variants represent a serious threat to the M1 Abrams. Quick and maneuverable, they are most dangerous when attacking en masse.



Mi-24 HIND Attack Helicopter

Armor: Heavy

Speed: Fast

Armament: Laser-Guided Missiles, Rapid-Fire 20mm Cannon

Fast and heavily armed, these tank killers can swoop down almost without warning, unleashing deadly salvos of anti-tank rockets, and 20mm cannon fire. They are difficult to target, and are best countered with LGMs (see page 17) or the 7.62 machine gun (see page 16). These choppers often attack in pairs.



Supply Truck (TRK)

Armor: None

Speed: Slow

Armament: None

Plodding along with their precious cargo, supply trucks depend primarily on support from T-72s and helicopters either assigned to escort them, or operating in their area for defense. They are incredibly vulnerable and easy prey for any M1.



Scout Car (SCO)

Armor: Light

Speed: Fast

Armament: Light Machine Gun

These light and fast reconnaissance vehicles can often be found patrolling the areas surrounding objectives, probing for suspicious activity in sensitive areas. Though poorly armored, they will not hesitate to go toe-to-toe with an M1 despite being grossly overmatched.



ENEMY WEAPONS (Contd.)

Armored Personnel Carrier (APC)

Armor: Medium

Speed: Average

Armament: "Dragon" Anti-Tank Gun

The Armored Personnel Carrier is the primary method of transporting troops safely through combat zones. They are a common sight in areas of heavy enemy activity, and can pose a considerable threat to the M1. Mounted with the lethal Soviet-made "Dragon" anti-tank gun, the APC drivers will not hesitate to defend their turf against any opponent, but will not, however, seek out a firefight.



Multiple Rocket Launcher (MRL)

Armor: Heavy

Speed: Slow

Armament: Laser-Guided Missiles

These thickly armored behemoths lumber about the areas immediately surrounding important installations. Restricted by their massive weight and heavy weapons load; they are strictly defensive vehicles, and are used mostly as mobile strong points to patrol critical areas. While they are not known to track down M1s (they are entirely too slow for that), they will aggressively attack any enemy that dares enter their wide kill radius.



Radar Posts (RAD)

Armor: Medium

Armament: None

Found in the area of enemy command posts and headquarters, Radar Posts are positioned in areas where they can coordinate an enemy installation's defenses by identifying all possible threats to security at long range. This information is relayed to tank, helicopter, and other attack squadrons that scramble to meet these threats. In all cases, it will be your M1 that is considered the largest threat to an installation, and all possible forces will be sent to eliminate you. As a result, Radar Posts are often mission objectives.



Buildings (BLD)

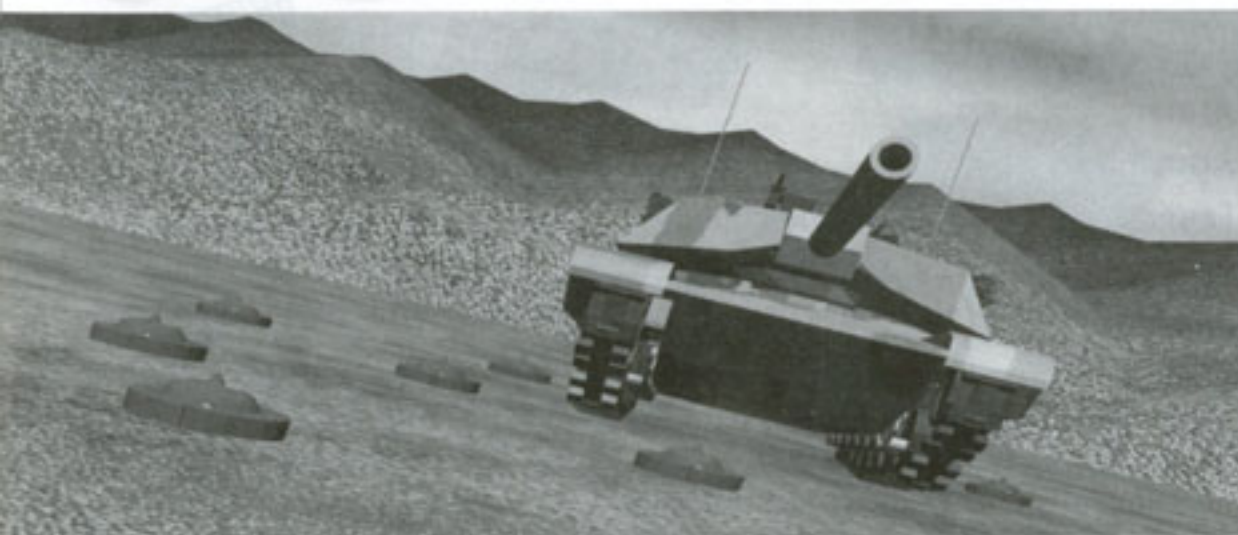
Armor: Light to Heavy

Armament: None

You will encounter a wide variety of buildings and structures while conducting operations deep in enemy territory. The size and quality of these structures will vary depending on the region of the world in which you are operating, the importance of the building, etc. Whether or not a building is listed as a mission objective, it is recommended that caution be used when moving through villages, enemy installations, and individual buildings; while buildings are not armed, enemy soldiers often fight from these structures using laser-guided anti-tank missiles. These are primarily nuisance attacks—the guerrillas will often fire their weapon and quickly abscond before they suffer the wrath of an M1's retaliation. Gen. Maddick prefers to use a "scorched earth" policy in order to break the enemy's will to fight; it is his preference that all structures within your area of operations be razed.



REGIONAL INTELLIGENCE REPORTS



REGION:
EASTERN EUROPE

TERRAIN:
Steppe with paved roads. Low-lying lake region noted at times for swampy conditions, sparse trees, and large rock outcroppings.

CLIMATE:
Temperate

TACTICAL SITUATION:
Separatist rebels in this area have been increasing in strength, and continue to garner the popular support of local villages. The threat of the outbreak of large-scale hostilities will seriously compromise political stability of this region. This would be counterproductive to peace efforts in this area that may pave the way for a significant American trade and diplomatic presence in this volatile and strategically vital sector.



ENEMY STRENGTH:

The rebels have limited—but high quality—weapon and equipment reserves, obtained mostly through illicit arms deals. Many of the rebel troops are Red Army veterans who were qualified on this equipment during their training; these are not unskilled natives playing with new toys, but an opponent to be respected, and, in large numbers, feared.

RECENT INTELLIGENCE:

The rebels have been conducting all of their operations from a heavily fortified former Soviet base, the exact location of which is still unknown. By sending out fast but lightly armored convoys, they have been re-supplying their partisans in the foothills of nearby mountains, and gaining increasing local support. These activities would be significantly curtailed or eliminated by doing as much damage to their offensive strike capabilities as possible.

UNIQUE ENEMY WEAPONS:

Attack Hovercraft (HOV)

Aarmor: Medium

Speed: Fast

Armament: Heavy Machine Guns

The rebels most effective weapon is the attack hover craft. Perfectly suited for the guerrilla tactics often used by the rebels, the attack hovercraft glides quickly and easily over the lakes and marshy ground of this region. These craft hunt their quarry in densely grouped “wolf packs,” to concentrate the power of their machine guns, racing into close range to deliver a burst of machine gun fire, before quickly turning tail and making good their escape. The craft are piloted by the separatist movement’s most fanatic members, and will usually press their attack until their target is destroyed or until they are eliminated. They move quickly and are difficult to target due to their small size.

Field reports indicate that the most effective method of combating these dangerous pests is to knock them out quickly with LGMs (see page 17), or aim the 120 Cannon (see page 17) low and fire at them at nearly point blank range; they are nearly impossible to hit while they are speeding away from your M1.



INTELLIGENCE REPORTS (Contd.)



REGION:
MIDDLE EAST

TERRAIN:
Desert with paved roads. Large rock outcroppings and sand dunes.

CLIMATE:
Extreme heat and aridity

TACTICAL SITUATION:
Extremely well armed terrorists have taken control of the Maxon Oil Refinery, deep in the Saudi Arabian desert, and are holding all of the American employees hostage. Responsible for over one quarter of America's oil production, the loss of the plant would be a major blow to American prestige as well as its energy reserves.

ENEMY STRENGTH:
The terrorists are well-versed in desert warfare tactics, and have the advantage of operating in familiar territory. They are armed primarily with light and fast attack vehicles, ideally suited for guerrilla warfare.

It is important to be aware of the possibility of swarming ambushes being launched completely without warning.



RECENT INTELLIGENCE:

It has become apparent that the taking of the Maxon Oil Refinery may be the first step in a larger campaign of anti-U.S. terror being waged by this organization. Field reports also indicate that the large terrorist presence in and around the Maxon refinery may be the result of a covert terrorist training base operating in the immediate area of the refinery, possibly the main headquarters of this organization. If, in addition to the recapture of the refinery, this training facility can be found and eliminated, the stability of this region may be achieved.

UNIQUE ENEMY WEAPONS:

Humvees (HMY)

Armor: Heavy

Speed: Average

Armament: 20mm Recoilless Rifle

Left behind after the Gulf War, these American-made military vehicles have been reconditioned by the terrorists, and mounted with the powerful 20mm recoilless rifle. If in close proximity to the tank, the zealots behind the wheel of these vehicles will not hesitate to sacrifice themselves by ramming the tank in order to inflict as much damage as possible, even though it may result in their own untimely demise.



Armored Jeeps (JEP)

Armor: Medium

Speed: Fast

Armament: Light Machine Gun

Obsolete U.S. Army castoffs sold to the Saudi government at bargain prices in the early 70's, these quick-moving utility vehicles are excellent reconnaissance vehicles. Reports indicate that these Jeeps have been augmented by armor plating to enhance their combat survivability. They will likely use hit-and-run tactics to avoid direct confrontation with an enemy as awesome as the M1.



INTELLIGENCE REPORTS (CONTD.)

Dune Buggies (DBG)

Armor: Light

Speed: Fast

Armament: Light Machine Gun

Skimming quickly across the hot and rocky terrain, the terrorists use these sturdy vehicles as a dependable communications link, allowing rapid transport from one area to another. They are exceedingly difficult to target due to their speed, and are defended only by a rear-mounted light machine gun, used to cover their escape. This makes them a comparatively minor physical threat to the M1, but commanders should be advised that these vehicles are often the preferred form of transportation for highly placed individuals in the terrorists' organization, and should therefore be neutralized whenever possible.



Dirt Bikes (DBK)

Armor: Light

Speed: Fast

Armament: Light Machine Gun

The terrorist employ these fast and durable vehicles as transport for their shock troops. These small strike forces will often be found riding across the sands, usually en route to an attack, and should be eliminated if possible. They are armed only with light machine guns, but their speed and maneuverability make them a very real threat to your M1.



Pill Boxes (BOX)

Armor: Heavy

Armament: Laser-Guided Missiles

Built by Iraqi troops to defend against Coalition attack during the Gulf War, these strongholds litter the desert and are used as forward observation posts by the terrorists to monitor any suspicious activities in their area. They are usually armed with LGM launchers, and are very difficult to destroy. It is advised not to leave them intact to operate unmolested in your rear.

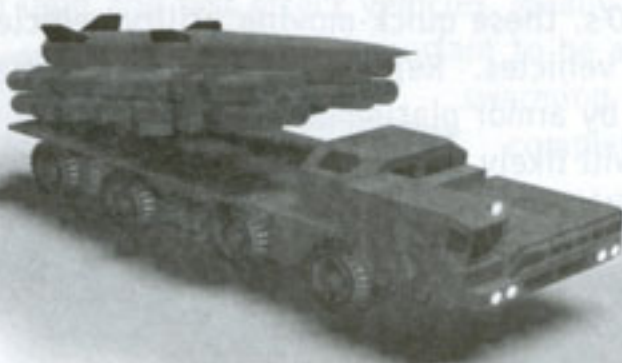


Observation Towers (TWR)

Armor: Light

Armament: .50 Caliber Machine Gun

Constructed by Maxon to oversee their pipelines and to act as watch stations for possible oil well fires. These towers will likely be manned by machine gun-toting terrorists on the lookout for any one or any thing out to foil their plans. They should be immediately destroyed.



INTELLIGENCE REPORTS (CONTD.)



REGION:
ALASKA

TERRAIN:
Tundra and ice floes with well-traveled routes and pontoon bridges, but no roads. Large glacial formations and snow drifts.

CLIMATE:
Extreme cold.

TACTICAL SITUATION:
A renegade band of mercenaries—all of them veterans of the Red Army's "Spetsnaz" (the Soviet Army's equivalent of the U.S. Special Forces)—planning to take control of the Cold River BioGen Research Lab. This facility was once the home of the U.S. Army's germ warfare projects in the mid-1970s, and a good deal of research in viral and infectious disease is still conducted here under government sponsorship. It is feared that these mercenaries—all of them remarkably well-armed, well-trained, and fanatical—are bent on stealing a collection of these dangerous viruses for use in continued terrorist activities. It is realistic to assume that these madmen could hold entire nations hostage with these hideous and incurable plagues, and they must be stopped at all costs!



ENEMY STRENGTH:

It is unknown how many of these dangerous and vicious enemies you may ever face during this mission. Remember that they are smart and can adapt to any possible tactical situation. They *must* be beaten before they can carry out their beastly goal.

RECENT INTELLIGENCE:

No other intelligence is available. If you fail in this mission, the fate of the entire world may be in doubt. Good luck.

UNIQUE ENEMY WEAPONS:

Snowcat (CAT)

Armor: Medium

Speed: Fast

Armament: Laser-Guided Missiles

These tracked vehicles plow through ice-encrusted snow with ease, patrolling for enemies that can be targeted and destroyed by salvos of lethal laser-guided missiles.



Attack Hovercraft (HOV)

Armor: Medium

Speed: Fast

Armament: .50 Caliber Machine Gun

The Spetsnaz are trained in the use of these swift snow-skimmers for quick-strike assaults in which they take their target completely by surprise. Floating on their cushion of air, these craft move easily across snow and water, and are well suited to their purpose. Beware of these fast killers moving in effective combat teams.



INTELLIGENCE REPORTS (CONTD.)

Observation Towers (TWR)

Armor: Light

Armament: .50 Caliber Machine Gun

Constructed by BioGen to be used as weather stations and scientific research outposts. The hostile troops are sure to have occupied these towers, since they offer great visibility over large areas. Beware of machine gun fire from these towers, and knock them out whenever possible.



M1A2 Abrams Main Battle Tank (M1A)

Armor: Heavy

Speed: Fast

Armament: 7.62mm Machine Gun
120mm Main Gun
Laser-Guided Missiles



If anyone knows the capabilities of these juggernauts, it should be the commanders trained to use them in battle. It is possible that the mercenaries may have captured some of these deadly tools at nearby U.S. Army installations, and will have no qualms about using them to accomplish their ends. Be on the lookout for your sister tanks—when evenly matched against the best armored vehicle in the world, you must depend solely on your tactical skill and courage to achieve final victory!



SAVING A GAME



A Mission Summary Screen

After completing the first mission, the Mission Summary Screen will appear, giving you the option of saving your current game. Press **START** to call up the Game Entry Screen where your current game can be saved so that you may continue playing it at a later time.



The Game Entry Screen

When the Game Entry Screen appears, use the following procedure to save your current game:

- ⚡ Name the game you wish to save by highlighting the letters on the grid with the **D-PAD** and pressing **BUTTON A** to enter a selected letter. Use **DELETE** to erase mistakenly entered letters.
- ⚡ After you have entered a name, highlight **SAVE** to save the game under that name.
- ⚡ You may exit the Game Entry Screen and continue the game by highlighting **QUIT** and pressing **BUTTON A**.
- ⚡ After the first mission has been saved, all subsequent completed missions during that game will be automatically saved to that file. See page 8 for details about loading a previously saved game.

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Nicole Ann Walker

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it's our way of saying **TANKS!**



Official Contest Rules

1. No purchase necessary to enter.
2. To enter, fill out and mail the enclosed official entry form.
3. Winners will be selected by a random drawing on or before July 31, 1995 by an officer of Absolute Entertainment whose decisions will be final and binding in all matters relating to the sweepstakes. Winners will be notified by phone and mail immediately following the drawing. The legal guardian of any minor prize winner will be required to accept the prize on the minor's behalf. Winners or their legal guardians will be required to sign a waiver of liability and release for use of the winner's name and likeness for publicity purposes without additional compensation, unless prohibited by law. If a winner cannot be located or does not execute and return said release within thirty (30) days, the prize will be forfeited, and an alternative winner will be selected.
4. All winners will receive an Enjoy Toy and Hobby Group radio-controlled M1A1 tank, retail value \$150. Twenty-five (25) Enjoy Toy and Hobby Group radio-controlled M1A1 tanks will be awarded.
5. You may enter as often as you wish, but each entry must be mailed separately. Limit one prize per person, household, or family. Mechanical reproductions are prohibited. All entries become the property of the sponsor and none will be returned. Sponsor assumes no responsibility for lost, late, misdirected, mutilated, illegal, incomplete, or postage due mail. Odds of winning are dependent upon entries received.
6. All prizes will be awarded. All taxes are the sole responsibility of the winners. All federal, state, and local laws and regulations apply.
7. Prizes are non-transferable and no cash redemption or substitution will be made except at sponsor's sole discretion.
8. A winners list may be obtained by writing to: Tank Contest Winners List, Absolute Entertainment, Inc., 10 Mountainview Road, Suite 300 South, Upper Saddle River, NJ 07458.

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Enter today—it's our way of saying TANKS!

All entries must be received by the date of the contest drawing, July 31, 1995.
See page 35 of the RDF: GLOBAL CONFLICT™ manual for official contest rules.



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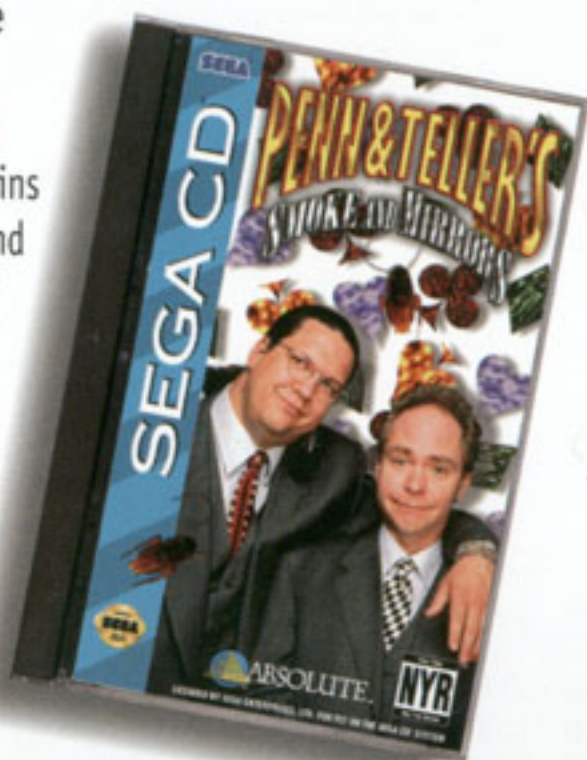
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